Cassette Instructions

If the pack contains two tapes, the first has part 1 on both sides and the second has parts 2 & 3 on side A and parts 3 & 2 on side B.

A single cassette has parts 1, 2 & 3 on each side; be sure to stop the tape after each part has loaded, in preparation for the next.

Put the tape in your recorder and follow the instructions below for your computer. The underlined text is what you type, and remember to press the ENTER or RETURN key after each command.

Amstrad CPC	Disk owners type <u>|TAPE</u> . To load, type <u>RUN""</u>
Atari XE,800XL	Remove cartridges. Hold START & OPTION while turning on. Start tape and press RETURN.
Commodore 64	Press SHIFT and RUN/STOP and start the tape.
MSX 64K	Type <u>RUN"CAS:"</u> and start the tape.
Spectrum	Spectrum 48: <u>LOAD""</u> . Others: turn on; press ENTER

To save your position, start a blank tape recording and type <u>SAVE</u>. (If the tape doesn't move, press ENTER or RETURN again.) When the game prompts for your next command, stop the tape.

To restore a position, you should be playing the part of the game from which it was saved. Type <u>RESTORE</u> and <u>YES</u> to confirm. Rewind the tape on which the position was saved and play it. (If the tape doesn't move, press ENTER or RETURN again.)

Hints if the game doesn't load.. Try the other side of the tape. Load another game to check everything's connected. Vary the volume and tone settings of your recorder. Clean and demagnetise it (see the maker's instructions). Try a different recorder of another type.

Disk Instructions

Put the disk in your drive and follow the instructions below for your computer. The underlined text is what you type, and remember to press the ENTER or RETURN key after each command.

Amstrad	CPC 6128: <u>RUN"MENU"</u> . PCW: Load CP/M; type <u>MENU</u>
Apple II etc.	Insert disk and turn micro on.
Atari ST	Boot from disk, or double click on disk and game.
Atari XE,800XL	Insert disk. Hold down OPTION and turn micro on.
Commodore 64	<u>LOAD"*",8,1</u> .
IBM PC,clones	Load MS-DOS and type <u>MENU</u> .
Mac,Mac+	Double click on game icon.

To save your position, you need a formatted disk ready. Type <u>SAVE</u> and follow the instructions. To return to a SAVEd position, type <u>RESTORE</u> and <u>YES</u> and follow the instructions.

More pictures.. Amstrad, CBM64 and IBM disks have extra pictures on side 2. When the game is running (but not while it's reading the disk, please), you can remove the game disk, flip it over and

re-insert it. Atari ST disks are dual format: to see extra pictures,
run the game in a double-sided drive.

More information.. Some disks include a README file. Look at this
(e.g by clicking on its icon) for machine-specific information.

Commands

Gnome Ranger knows all the usual adventure commands: compass
directions for movement, GET, DROP, EXAMINE, INVENTORY etc.

There are several high level commands: FOLLOW someone, GO
somewhere, RUN somewhere (doesn't describe the route), FIND
someone, KILL someone, WAIT FOR someone and WAIT FOR number.
And the game knows several collective nouns, so you can type
things like TAKE ALL BUT THE BELL. Press any key to break out of
these multi-stage commands.

People can be asked questions, CENTAUR, TELL ME ABOUT YOURSELF
and given complex commands if friendly (see back of box). Several
of the puzzles in the game can only be solved by a group of people.

AGAIN repeats a command, BRIEF and VERBOSE control the amount
of text, WORDS and PICTURES turn graphics on and off, UNDO takes
back the last move (and can be used many times in succession on
larger micros), SAVE and RESTORE save your position on disk or
tape and RAM SAVE and RAM RESTORE do the same in memory.

Larger micros have an editor to recall previous commands for
editing and re-entry. It uses the cursor keys and delete. Try it.

On Amiga, Mac and ST, use the mouse to move the picture up and
down; on CBM64 and Amstrad use cursor keys (possibly shifted).

Credits

Producer, game and pack design: Pete Austin. Game program and
system: Mike Austin. Versions: Nick Austin and John Jones-Steele.
Original graphics: Godfrey Dowson. Gnomic text: Pete McBride.

Clues, Guarantee and Copyright

Send this cover with a big stamped, addressed envelope for a free
cluesheet. We'll replace the disk/tape free if you have trouble and
return it in the first month: after this, please send £1 (or £3 for
3" disk). Gnome Ranger is copyright (c) 1987, all rights reserved,

Level 9 Computing, Box 39, Weston-super-Mare, AVON BS24 9UR